BETWEEN BYTES

THE JOURNAL OF THE JERSEY ATARI COMPUTER SOCIETY.

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GREET ATARI
TUES, APRIL 15. SPECIAL MAP ON LAST PAGE

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THANK YOU

We sincerely thank the following contributors for articles included in BETWEEN BYTES this month: Larry Nocella, Bob Whipple, Irv Feinberg, Jon Rodman, Bill Berry, Rich Yeager, Pat Close, Ceepsa Eisohpen, Ken Hartley, Lance Schnatterly, Ken Adams, and Gary Ireland.

And thanks to everyone who submitted articles for this month but did not get included in this issue. We happily look forward to including your much appreciated work as soon as possible. Remember, your articles were not rejected, just deferred because of available space.

ARTICLES TO BE INCLUDED IN THE MAY ISSUE OF BETWEEN BYTES MUST BE RECEIVED BY MAY 3. HOWEVER, MATERIAL RECEIVED AFTER THAT DATE MAY BE UTILIZED IN A SUBSEQUENT ISSUE.

JACS March Meeting
Pat Close, Secretary

President Bob Whipple called the meeting to order 7:45PM. Bob updated us on details for the upcoming April Meeting. The JACS officers prior to the meeting visited the Hall reserved for the April meeting and made the required deposit. All were pleased with the site and its easy accessibility by car. It was confirmed by Atari that the 1040 would be available for both the meeting and the JACS booth for the Trenton Computer Fair. Information as to what Software would be made available to us was not yet known.

Irv discussed the upcoming Trenton Fair and reviewed what was needed from our members in order to make our booth productive. We wish to thank the members in advance for volunteering the use of their equipment. All the workers time slots have been filled for the two days. Anyone wishing to volunteer for help in the booth please contact Irv Feinberg.

Ken handled the New User Question and Answer period and as usual it was lively.

There was a 15 minute break and the meeting resumed at 9:00PM.

Dan Boris demoed a program called Cheap Talk from the #29 issue of Analog magazine. The program shows how to build your own synthesizer. The parts cost approximately $30.00. It uses the audio jack and has good speech quality. It has an echo and is clearer than Sam. It contains 59 different sounds, but has only one inflection. The demo was well presented and we are looking forward to what Dan will be sharing with us in the future.

Willy Richman always has something interesting up his sleeve and this month it was DVC C Compiler. It is an excellent language to learn because of its versatility. C is used on both 8 bit and 16 bit machines. DOS is similar to Atari, it looks for Auto.Sys. It contains floating points. The speed is impressive, contains a copy program. A big advantage is the Editor. Using Ramdisk it is as fast as Action. A program that takes 30 minutes in Basic takes only 4 minutes in "C"

Since our scheduled guest speaker was unable to attend, our Pres. decided it was time to show newcomers to computers what an old game looked like. The "old" 1981 program was called Twerps. It is a sideways version of Invaders and is pretty good as was demonstrated by fast handed Brian Colflesh in an impromptu performance.

The 50/50 containing $29.00 was won by Jose Parrilla and the Door Prize a game called Road Race was won by Jim Cummings.

Meeting adjourned 9:40PM.



A NOTE FROM THE PRESIDENT

EXTRA

APRIL 15,1986 - Tax time and 1040s. Those 3 things seem to go together. Well this time we are adding the 1040ST to the list. Yes, that's right folks, at this meeting you will be able to see the NEW Atari 1040ST plus Atari's hard disk drive and the NEW CP/M emulator and other ST type goodies. There will also be NEW 8-bit stuff to see. Who is gonna be there, you ask? All I can say is that Sig Hartmann, president of Atari Software will be there and a MYSTERY GUEST. Yes, 2 Atari executives will be joining us for our April 15th meeting.

Still didn't get your ticket??

Call Jim Woolf or Pat Close (their phone numbers are on the inside cover) and make arrangements to reserve yours NOW!! Its a meeting I'm sure you don't want to miss.

For the past 3 months I have been busy making arrangements with Atari, with the people at the hall, I have been on the phone so much my family thinks its super glued to my ear, but the good thing is I haven't been alone on this great task. Many of the officers and chairmen have been working their buns off to make this meeting enjoyable for everyone, how selfish of them. And a special thanks goes out to UNCLE IRV for his assistance, give this guy the ball and boy, does he run.-Thanks Irv.

As you see, the BETWEEN BYTES is back to it's normal self and will continue that way until the summer. While I'm on the subject, I want to mention once again that Mr. Bob Pierce will be stepping down from the editors slot in a few months and he wants to make a smooth transition. Give him a call if you would like to help or even become our new editor. You don't even need a printer. JACS owns a Legend 880 Epson compatible printer and a MPP 1150 printer interface, so there is really no excuse for you not to come forward. Give it a try, you may like it!!

The basic version and the compiled version on Tom Pazel's Print Shop Utils will be available at this meeting. Shortly after the March meeting a member phoned and said his copy of the PS Utils didn't work properly with his Gemini Star 10x printer. He is right, it doesn't, maybe someone could address this problem. Talking about PRINT SHOP, our JACS Print Shop Graphics Vol III will be available at the meeting as will the COLOR RIBBONS for the CTI,BMC,LEGEND 880 printers. Gotta run now, my phone is ringing, see ya at the meeting.

Your President,

Bob Whipple

Bob Whipple

COMPACT DISCS

In the beginning...

By Gary Ireland

By now, almost everyone has heard of the Compact Disc (CD). The introduction of the CD to the audio market has made very high quality sound very affordable. In the few years since CDs have been introduced, prices for CD players have dropped from $1000-plus range when first introduced, to the sub-$200 units currently available. Prices for CD drive units have now dropped so low, that CD-ROM units could now be affordable to the home PC user. In fact, several manufacturers offer audio CD players with either serial, parallel, or SCSI ports for connecting to a PC.

Ok, maybe you've already heard this too. I'm here to explain how they put up to 600 MB on a 4.75 inch piece of plastic.

The process of creating a Compact Disc is much the same as that of making a regular LP record. First, a master is created from the master tape. Instead of using a disc cutting lathe to cut the grooves in a master as in the LP process, a laser is used to expose pits on a glass disk covered with a photosensitive material. Next, the disk is developed. In the developing process, all the exposed areas are washed away, leaving real pits in the photosensitive layer. These pits, 0.5 microns wide, 2 microns long, and 0.11 microns deep, correspond to the original data bits on the master tape.

The developed master is next subjected to a series of electroplating steps. What results is a metal mold, or a stamper, from which Compact Discs can be made.

At this point, the stamper is mounted in a press, and the pressing process begins. CDs are injection molded, again in much the same way as an LP record is molded. However, different materials are used. LPs are made from a vinyl based material which is susceptible to warping, and unstable at relatively low

temperatures. CDs are made from a polycarbonate material which is stiffer than vinyl, less susceptible to warping, and much more stable at higher temperatures.

After the disc is pressed, but before the disc is removed from the mold, the center hole is punched. The disc is then placed on a rack for the metalizing step. In this step, large racks of discs are placed in a vacuum chamber, where a layer of aluminum is evaporated onto the disc surface (the surface containing the data pits).

After the disc is metalized, the aluminum layer is covered with an acrylic layer, and the disc is cured with ultraviolet light. This acrylic layer protects the aluminum layer from scratches and oxidation. What results is a three layer sandwich: The bottom polycarbonate layer, the aluminum layer, and the top vinyl layer.

The final step in the process is the addition of a label which is printed directly on the acrylic layer. The disc is now ready for quality control testing and packaging.



ATARI MAY READ LIKE AN APPLE- MAYBE??

By Ceepsa Eisohpen

If you were in San Francisco April 3-6 and were fortunate enough to be able to attend the West Coast Computer Faire you probably saw an Atari 520ST eating Apple Software, so to speak, thanks to a new company called DATA PACIFIC INC.

There are still a few rough spots for mass producing these new plug-in cartridges but, Data Pacific is going to hang in there with this new line. David Small, the developer of this new cartrigde says that they have been able to run MAC PAINT, MAC WRITE, & Microsoft Basic on an ST. The software had to be converted to the Atari 520ST format by being transfered via serial cable or modem. The newly developed MAC CARTRIDGE is user ready for the Atari 1040ST with 1 meg of memory or the 520ST with enhanced memory.

It all sounds just a little to good to be true-doesn't it?? Well, its' true, however there are a few problems that have to be worked out yet. The new cartridge contains off-the-shelf 64k Macintosh ROM. Mr.Joel Rosenblum, president of Data Pacific purchased the ROM chips from an Apple dealer, but the availability of these chips for mass production has to get an okay from Apple. Data Pacific has already requested (in writing) for a license to manufacture the 64k ROMS. The letter was supposed to have been forwarded to Mr.Guy Kawaski, production manager at Apple. However, Kawaski claims he had not seen the letter and will not comment on it either way. It should also be noted that Apple has already turned down AT&T & General Electric. Both companies HAVE applied for licenses to produce the 64k ROMS.

Mr. Rosenblum says if his request is denied, he will try to get the support he needs from companies that sell Macintosh software and users of Atari and Amiga computers who may want Macintosh software.

There is still yet one other small way of getting these chips. Rosenblum suggested he would or could purchase the chips from Apple dealers who may have them as spare stock, which all sounds well and good. However stock may be limited as Apple replaces these 64k ROMS with it's new 128k ROMS which are used in the new MAC PLUS line.

Thanks to Scott Mace of InfoWorld for the above facts.

NEW!

soundMOUSE™

PAT. PENDING

Introducing SOUNDMOUSE,™ a simple yet versatile peripheral that enables your Atari® computer to be controlled by sound. The accompanying program disk shows how the SOUNDMOUSE can be used to control games, and also as a "color organ," an application that synchronizes the movement of a wide variety of computer graphics displays to the beat of music.

Used as a game controller, the SOUNDMOUSE permits game activities to be controlled by voice commands or other sounds.

Fully programmable by the user, the SOUNDMOUSE connects to the computer's joystick port and has a control for varying its sensitivity. It can be used with all Atari 8-bit computers having 48K of memory and a disk drive.



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MODEL AT-1 FOR ATARI® COMPUTERS

- Demonstration disk includes 18 music-activated graphics displays and 9 sound-controlled games.
- For ATARI® 8-bit computers with 48K and disk drive.

EXTENDED

SPECIAL INTRODUCTORY OFFER

For a limited time only, the SOUNDMOUSE is being offered to JACS and other Atari user group members at $29.95, or 25% off the regular retail price of $39.95. Send check or money order, including $2 for shipping and handling, to SOUNDSOFT, Inc., Box 740, 10 Maple Ave., Andover, N.J. 07821. New Jersey residents add 6% sales tax.

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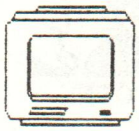
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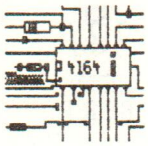


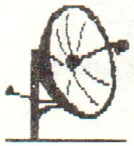
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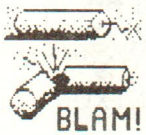

RADIO


JOYSTICK


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RAM


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BLAM


SPARKPLG

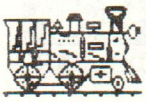

HORSE


BIRD

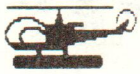

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US EAGLE



NEWSPAPR


CROSS


MARY

EASTRBKT

ICECREAM

DINNER

HAMBURGR

BIRTHDAY

PAGODA 2

HOME

PAINTS

BASKBALL

FOOTBALL

GLOVE

SKIER

HELMET

REDSKINS

PIRATE 1

PIRATE 2

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I would like to thank the members from the following User Groups for their contributions:

A.C.E. Salt Lake
ABE'S ACES
AUSTIN
C.A.F.E.
J.A.C.G.
R.A.A.U.G.
P.A.C.E. WORLD
S.T.A.T.U.S.
APL
STARFLEET
C.H.A.O.S.
AURA
J.A.C.S.
HUNTSVILLE
P.A.C.E.
MODESTO
PHIL.A.U.G.


ATARIMAN


MR. COOL


ALLEYCAT


BRONTO


GODZILLA


OPUS


SCREAMAN


SMILEMAN


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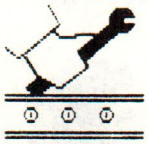

GRADUATE


BOOT

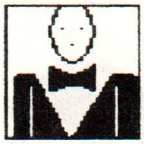

OVERTIME

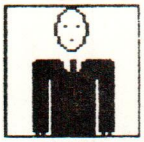

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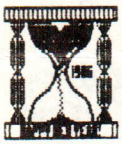

TEAPOT


COFFEE


MILK CAN


PITCHER


PUMP


NEW YEAR


SHOPCART

HAMMER

PUSH PIN

SCREW

VANE

BARBER

RIBBON

QUESTION

BROWNIE

PLAYBOY

SUPERMAN

MOON SET

MOONSET2

MOUNTAIN

SCENERY

WINTER

FALL

MODRNART

CIRCLTIL

PATTERN1

PATTERN2

FLAKETIL

SNOWFALL

CUBES

BULL

ATARI 520ST
VS.
COMMODORE AMIGA
THE GOOD, THE BAD, AND THE GREAT!
PART TWO

BY LANCE SCHNATTERLY

In part one, I briefly discussed the ulcers I received when I first bought the Atari 520ST and the Commodore Amiga computers. I also took a quick look at the internal and external hardware of both systems. As I stated in that first article, it is very difficult to chose a clear winner between the two computers when each machine has so much to offer. This month, I am going to take you on a brief tour of the user interface that is packaged with both systems (the Graphics Environment Manager (GEM) on the 520ST and Intuition/Workbench on the Amiga).

Before I begin, a few things worth mentioning have appeared on the market. The first item is the release of the new 1040ST. It has several new features (including 1MB of RAM, TOS in ROM, internal power supply, and an internal double-sided drive) which put some of my complaints about the 520ST to rest. With the release of this model, prices on the 520ST are dropping. I also have received TOS on ROM and have installed it in my ST. I now have some decent memory to play with. Another item worth mentioning is the price cut on the Amiga. The main unit with monitor is now selling for $1279. That's about $500 off the list price. Also, a new revision of the graphics chip is out. This new version allows a half-bright mode which produces twice has many colors as before (from 4096 to 8192 colors). That means, in low resolution, you can display, without any programming tricks, sixty-four colors simultaneously. These are some very interesting developments, and I am sure there are more on the way.

Anyway, without any further tangents, let's delve into the mysteries of GEM and Intuition.

GEM and the underlying operating system CP/M 68K (yes! CP/M modified for the 68000 chip) both come on one system disk for the older 520ST's. The disk must be inserted into drive one (if two drives are being used) before the computer is turned on so as to allow the ST to automatically load in the over 200K of data which contains CP/M 68K, GEM, and some support files. After a 25 second wait, you find yourself staring at the icons, menu bar, and pointer that make up parts of the GEM user interface. (It should be mentioned that the 520ST GEM ROM chips have been released. There is no wait upon start for the operating system to load when these are installed. However, the system boots in low resolution with its own defaults, so you have to have a disk in drive one which contains your desktop file with your system preferences in order to use them. (It only takes a few seconds, though, for this file to load.) With a color RGB monitor, GEM allows you two working modes of resolution. The lowest resolution is a display of 320 by 200 pixels giving forty columns of characters across. The other resolution (which is considered medium) is a display of 640 by 200 pixels allowing a screen size of eighty characters across. With a monochrome monitor, you are only allowed to use a high resolution display of 640 by 400 pixels. I do not have a monochrome monitor, but the ones I have seen give a very crisp display. I prefer the medium resolution mode on my color monitor which allows four colors to be displayed at one time (out of a palette of 512 colors). The screen background defaults to a dark green color with the foreground color for lettering, icons, windows, etc. being black. There are two disk icons displayed along with a trashcan icon, an arrow pointer, and a menu bar. By using the two button mouse to move the pointer, a quick stroll around the screen reveals that drop down menus appear when the arrow is moved to the top of the screen where the menu bar is located.

The menu bar contains several

items to choose from. Every item that is selected displays a drop down menu with a list of options in either dark or 'ghosted' lettering. 'Ghosted' means that the selection is not available even though it is included on the menu. When a selection is made from the menu, a window usually appears that displays the requested information. The window can be moved around the screen (as in the case of a directory) by using the mouse to point to a special bar on the window, clicking and holding down on the left mouse button, and then moving the mouse to drag the window around the screen. The windows also have special controls so that they can be resized or have the information displayed in them scrolled left or right and up or down. And if all this sounds complicated, you can have up to four windows selected at one time with one window overlapping the other (but, you can only interface with one window at any given time).

Let's take a look at the four items that can be selected from the menu. When 'Desk' is picked, a drop down menu appears and displays several selections which include a VT-52 terminal emulation program (although I have found this emulator not to be truely VT-52 compatible) and selections to manually configure the RS-232C serial and parallel ports. The configurations allowed for the the serial and parallel ports are not comprehensive, but they do cover most common applications. Also, there is a preferences menu that allows you to customize the GEM Desktop which includes changing the default screen colors, the mouse double click response time, key pressed delay and repeat speed, the time and date (this must be set every time the system is re-booted since the 520ST has no battery back-up clock), and an audible key press signal.

Selecting 'File' displays a drop down menu containing items dealing with disk formatting selection, closing windows (an open window can also be closed by using the mouse to point to the upper left hand corner of the window and then clicking the left mouse button), creating folders which are really sub-directories (a nice file hierarchy can be set up using folders), and an information item which, when selected in conjunction with a disk icon or a disk file, will display (in the case of the file) the size of the file in bytes, whether the file status is read and write or read only, and the last time the file was updated or (in the case of a disk selection) the amount of disk space used, the amount of space free, and the volume identification.

Choosing 'View' gives you the choice of how to display the disk directory. Options include having the directory displayed with icons or text and then sorted by size, date, type or name.

Selecting 'Options' gives you choices to print the screen at any time while in GEM, set your system preferences (such as whether you want low resolution, medium resolution, etc.), and an option to save your current desktop settings. Two other options allow you to create more disk icons for added drives (such as a ramdisk and a hard drive) and an option to identify an application program as either running in the GEM environment or as a TOS program. Overall, the working environment of the ST is good. There are very few bugs in the operating system in its initial release (although, GEM has been around for a while on other systems giving some time already for debugging). The screen display is very clean and crisp with a good choice for the default colors. Also, the display is very well laid out with no cluttering of the screen. Many options on the GEM Desktop have keystroke commands associated with them for those of you who dislike rodents.

One area of complaint is in being unable to format and copy disks at the same time (as in backups) and the slow speed in which backups are done (this is partly a

hardware problem). In addition, it would have been great to have some type of command interpreter to interface with the underlying operating system (even though it is CP/M). There is almost no way to give you the flexability of a command line interpreter in a mouse oriented environment. Also, some way to know the amount of free memory left would have helped. (I realize that many of these problems have been addressed by add-on desktop accessories, but I am limiting this to the utilities packaged with the system.)

Now for the Amiga. The way you use the mouse on the Atari ST is very similar to the method on the Amiga. For that reason I am not going through all that confusing mess again. Instead, I am going to lightly touch on the options available to the user without a detailed explanation of how to use them.

The operating system for the Amiga is essentially packaged on two disks. The Kickstart disk loads in the operating system (this takes about twenty seconds) and the Workbench disk loads in the Intuition environment (this takes about fifteen seconds to load). Kickstart data is kept in write-protected RAM and takes up over 200K bytes. The Intuition Workbench uses about 100K bytes and is kept in user RAM. Without the 256K byte expansion RAM cartridge, that would leave the user with only 150K to play with, hardly enough for hi-res graphic applications. There are two versions of Kickstart/Workbench floating around. The first version that was in production until early December is very buggy. The latest version clears up some of that and that is the version I will discuss here.

After Intuition loads, you are placed in the Workbench environment in low resolution (low-res is 320 by 200 pixels, but you can alter that to a medium resolution of 640 by 200 pixels. High resolution is not available for Intuition). Appearing on the screen is a menu bar at the top, a disk icon, and a mouse pointer. The screen background is a dark blue (Commodore blue) with white, black, and orange colors for highlighting and lettering.

The Amiga has windows that can be moved and overlapped, but you are not limited to only four open at any one time. You can have as many open as you have memory. I have had thirty windows open at one time running a little demo, but the slowdown in system response is very noticeable since, unlike the ST, these applications continue to execute (in case you haven't heard, the Amiga has a multitasking operating system).

The menu bar displays the amount of free memory available until the right mouse button is pressed. At that point, three selections appear. The first is called 'Workbench'. The options available let you open or close disks (to get a directory), duplicate disks (the entire process takes about two minutes to do a backup (remember that each disk holds 880K bytes)), rename programs or disk labels, and to get information on programs and disks (similar to the ST).

The second selection is called 'Disk'. This lets you initialize (format) a disk and also dumps the trash for you. What this means is that when you drag a file to the garbage can to delete it, it is not destroyed as in the ST. Instead, it is put in a drawer (similar to the ST's folder) until you decide to empty it out.

The third selection is called 'Special'. This has options to redraw the screen (in case the workbench gets cluttered with icons everywhere), save your screen display to disk, display the last error that occurred, and to tell you what version of the Intuition workbench you are operating under.

On the Workbench disk itself, there are several utilities available. One of these is similar to the preferences menu on the ST. The one on the Amiga, however, is much more comprehensive. Preferences

allow you to set the same features as on the ST, but the printer option menu is much more complete with a list of a dozen printer drivers built into the system. You can also edit the pointer to something other than the usual arrow.

Two more utilities available to the user are a calculator (with input through the mouse or the keyboard, plus a 14 digit precision) and a notepad. The notepad utility is like a very small editor with over a dozen fonts available for use. You can print out the text with either a standard print or a graphic print (this will let you dump the fonts to your printer).

Still even more utilities are available to you. These include a clock that can be displayed while you are using the system (it even has an alarm), an icon editor that allows you to customize the icons on your Intuition Workbench, and the most powerful utility on the Workbench, a Command Line Interpreter (CLI). This was probably the smartest thing Commodore did when they designed Intuition. I myself use CLI over ninety percent of the time. CLI is much too indepth to discuss here, but I can say that this is something that Atari should consider packaging with their system (I guess you sort of get the point of how I feel on this subject).

Anyway, that sort of wraps up the Amiga walkthrough. I was a little disappointed as to the appearance of the Amiga's Workbench. It seemed very cluttered at points and the display fuzzy (this is a problem with the monitor. In fact, I have heard on Compuserve that some people are interfacing the ST's RGB monitor to the Amiga and finding that that monitor is better than the Amiga's). I also don't like the amount of time it takes to load in the operating system. When you are in a hurry, those seconds seem like an eternity. Another problem with the operating system is the bugs that keep cropping up in the system. This new version takes care of a lot of problems, but not all of them.

I do like the number of utilities given with the system. A couple of them are very useful. The only problem with these is that they must be loaded in from disk when you want to use them, a hassle for one drive owners since the Workbench disk must be re-inserted every time they are needed. Another nice feature of the Amiga is that the drives are always sensing for a disk. When one is inserted, the system reads the volume identification automatically and displays a disk icon with the volume name underneath it. Saves some time and keystrokes (or mouse movements).

That will about wrap up this installment. I could go on for pages about both machines, but there is no time or space. The best way to get a feel for both systems is to go to your local, 'friendly' computer store and test drive one (guess where that comes from). Only then can you get a good idea of how the user interacts with the operating system through the mouse. As for which interface I prefer...well, if only the Amiga's utilities had been on the ST...but, maybe soon.

In part three, I'll wrap up this comparison by taking a look at the software and hardware available on the market for each computer and see which system has the lead in those areas.

MEMBERSHIP NOTES

by Jon Rodman

I am pleased to report the addition of seven new members during the month of March. Please welcome to JACS:

Philip Bakanowsky
Bob Courtney
Gerald Devine
Irving Givin
Scott Henry
Michael Sinclair
David Traino

We now have 152 members.

ZOOMRACKS

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A remarkable data storage concept

BY Ken Hartley - JACS

ZOOMRACKS, a strange name for a data base program, is the finest data storage system I have seen or used on the Atari 520ST. It is possible to store massive amounts of data in any format that you choose. Along with the ZOOMRACKS program is a comprehensive instruction manual which explains, in great detail, the ZOOMRACKS concept and use.

The disk contains a tutorial that covers the program completely using a system of macros to guide you on your way as you discover the power of the system. Surely as stated in the manual ZOOMRACKS does for information what spread sheets did for financial applications. ZOOMRACKS stores information as if it were vertically stacked in racks, think in terms of timecards in racks next to the timeclock in a place of business, with the information stored on cards, like 3 X 5 cards. Each card can hold 27 fields and each field can hold 250 lines of 80 characters per/line. For example, the average name and address card uses about 100 characters for each card, which translates to about 1500 cards if you have TOS in rom and a 512k machine.

ZOOMRACKS can also handle the word processing end of data storage. It can also take care of form letters and use the mail merge function to allow the names of the persons to be inserted at the proper place in the letter. It can also be used for correspondence, short reports, or just about anything you want to store or work with.

ZOOMRACKS does contain the ability to sort, use macros, and search for strings. ZOOMRACKS data is stored in a form that compresses the information by removing the vowels from the words "ZOOMING" causes the vowels to be reinserted into the data again so it can easily be read. Zooming is required if more than one rack is present on the display at one time.

ZOOMRACKS has printing capability too, with features like, printing one card, all cards, paginated cards, continuous cards and labels. ZOOMRACKS also has a memory gauge displayed on the bottom of the screen at most times, letting you know how much memory you have left, A NICE TOUCH.

As I am not a regular user of data processing type programs I am glad to have had an opportunity to use ZOOMRACKS. It has amazed me in its simplicity and ease of use while demonstrating the programs full use of the 520ST's capacity. I think this will be one of many very good programs coming from Quick View systems.

The Jersey Atari Computer Society wishs to thank Paul Heckel of QUICKVIEW SYSTEMS for supplying ZOOMRACKS for this review.

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A LOOK AT THE WORLD

by Kenneth Adams



Commodore replaces CEO

After a year of huge financial losses, Commodore announced that it will be replacing it's current chief executive officer, with Thomas J. Rattigan, effective April 1.

Irving Gould, chairman of the board, made the announcement, on March 25, that Rattigan would replace Marshall F. Smith as CEO. After two years as CEO, Smith, age 56, will still remain a member of the board of directors and will act as a consultant to Commodore.

Rattigan, 48, had been with Commodore for a year before replacing Smith. But before joining Commodore Rattigan was with Pepsico Bottling International from 1970 to 1984, rising to the post of president and CEO.

In his annoucement, Gould said the replacement of Smith is the final step in a management reorganization planned since Rattigan joined Commodore in April 1985. Under Smith the company has created a more formally structured corporation and has brought in sales and management executives from companies like Canon and Apple Computer.

Gould also commended Smith on his actions to strengthen management and streamline world-wide manufacturing. He particularly praised Smith on the purchase of Amiga Computer Inc., the company that originally developed the Amiga.

Rattigan, who intially headed Commodore's North American operations, was promoted to chief operating officer and president in December. The majority of Commodore's sales comes from oversea accounts, with North America accounting for less than half of sales.

Commodore has lost $237.2 million in the last year and has been thrown off the course that Gould and Smith set for it two years ago. Commodore replaced Smith in hopes that Rattigan could put it back on course. Rattigan is perceived as more aggressive than Smith, whose career has been spent in the much less competitive market of industrial products manufacturing.

Smith says that his original intentions when he joined Commodore was to prepare the company for a successor. But, at the time of Smith's arrival, Gould indicated that he was the man to lead the company to $10 billion in sales from it's $1.3 billion in fiscal 1984. But under Smith sales fell to only $833 million in fiscal 1985 ,which ended June 30, resulting in huge losses, and things have gotten much worse since then.

Gould recruited Smith to replace Commodore's founder Jack Tramiel. Tramiel is said to be a man of entrepreneurial instincts who kept management ranks extremely lean, which is evident when looking at Atari.

Commodore is in a real mess and it will take some thinking to get out of this one. Atari, however, is in a very good position because of it. Because of Smith's less aggressive style, Atari has been given the time it needs. Smith is not well enough equipped to handle a company in a business as competitive as the computer industry. Especially one that can only sell in the home computer market. Rattigan, however, has experiance in a company that sells in the extremely competitive consumer goods market, as opposed to Smith's experience in

the slow-moving industrial products market.

Commodore under Rattigan will become much more competitive and will begin to regain the ground it has lost, unless Rattigan tries to sell computers like Pepsi. An example of this is the $40 million thrown away with those ridiculous TV commercials for the Amiga. You can't sell a computer with a flashy commercial or slogan. Computers aren't bought on first impressions.

Atari I think is getting the idea. The idea that a computer can only be sold if it has two things, quality and support. Atari has a quality product, but a quality product is barely good for a paper-weight if doesn't have the support.

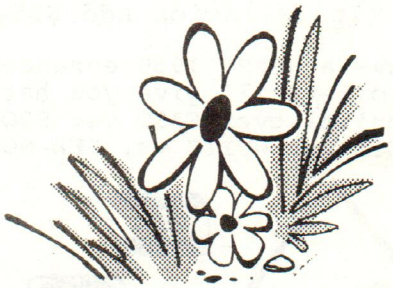
Support comes first from the manufacturer by supporting third-party software and hardware developers, distributors and dealers, and finally user groups, who will spread the word of a great new computer even farther.

All the time and money invested by the manufacturer in support of third-party ventures will return a hundred fold in more software, hardware and information to support the manufacturer's computer.

The third level of support is provided by users in the form of user groups. People who love their computers so much that they want to tell more people about them and share new ideas and information about their computers and the software and hardware for it. User groups spread the word about computers to people who want to buy and learn more about computers.

All three - developers, dealers and user groups - provide the three legs that support the manufacturer. The manufacturer in turn sells more computers, which provides more sales to developers and dealers, and more members for user groups. This all forms a complete cycle of support which holds the structure together. However, without one of the three legs - developers, dealers and user groups - the structure will fall.

Next Month - In the great tradition of the Academy Awards - Well, almost! - JACS presents the first annual JACY Awards. Who will win?



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NEWSLETTER REVIEW

by Bill Berry

Here are the latest bunch of newsletters reviews.

AIBUG (Feb. 1986)
* A Basic utility for recovering your damaged BasicXL programs.

Current Notes (Feb. 1986).
* An example of adventure programming in LOGO.
* Several small Basic programs for creating color graphics effects.

Abe's Log (Feb. 1986)
* An example of programming the Atari for sound.
* How to create and load printer control 'macros' for Atariwriter using Option L.

J.A.C.G. (Oct. 1985)
* How to use spreadsheets for mathematical purposes.
* A good article on Basic arrays.
* A voter simulation program in Action!

MONITOR (U.K., Issue 9)
* A binary load program in Basic.
* An introduction to Forth as an alternative to Basic programming.
* A Graphics 8 fast fill program in Basic.
* A discussion of the MIDI interface for the Atari (Part 1).

MONITOR (U.K., Issue 10)
* Part 2 of Atari MIDI interface.

M.A.C.E Journal (Jan 1986)
* How to load binary files on the 800XL without holding down the Option button.
* Good article on Action! input routines.

SLCC Journal (Jan. 1986)
* Sound tutorial for the ST.

J.A.C.G. (Jan. 1986)
* How to save or load a screen from Basic using Central Input/Output (CIO).
* Sound and Graphics programming tricks in Forth.

COMPUTAH (Feb. 1986)
* A list of useful locations in the Atari.
* Interfacing Action! with Assembler.

PASSOVER GREETINGS



Trenton Computer Fair Schedule

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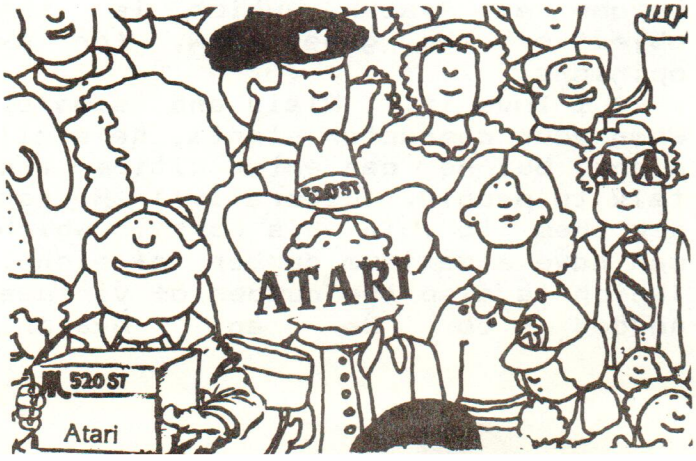
Saturday 9:00AM-12:00
Bob whipple
Irv Feinberg
Frank Victor
Jerry Deibel
Chris Underwood

12:00-3:00PM
Doug McIlhenny
Forrest Blood
Chris Underwood

3:00PM-6:00PM
Bob Geayer
Len Boris
Dan Boris

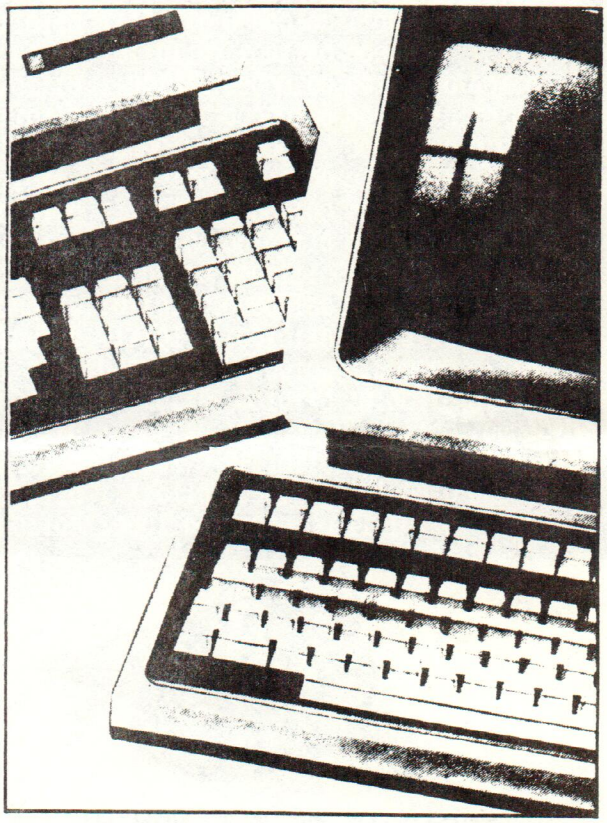
Sunday 10:00AM-1:00PM
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Irv Feinberg
Bob Geayer
Conrad Levy
Doug McIlhenny

1:00-4:00PM
Joe Verble
Bob Whipple
Fred Pomeroy





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UNDERSTANDING

Simple Binary Code

Every piece of information a computer receives or transmits is reduced to a pattern of electrical pulses "on" represented by a 1, "off" by a 0. The letter A in computer talk is written 01000001. Try figuring out what this says. Be the first and win!

```
00100010 01010100 01101000 01100001 01110100
00100111 01110011 00100000 01101111 01101110
01100101 00100000 01110011 01101101 01100001
01101100 01101100 00100000 01110011 01110100
01100101 01110000 00100000 01100110 01101111
01110010 00100000 01100001 00100000 01101101
01100001 01101110 00101100 00100000 01101111
01101110 01100101 00100000 01100111 01101001
01100001 01101110 01110100 00100000 01101100
01100101 01100001 01110000 00100000 01100110
01101111 01110010 00100000 01101101 01100001
01101110 01101011 01101001 01101110 01100100
00101110 00100010 00100000 00100000 00101101
01001110 01100101 01101001 01101100 00100000
01000001 01110010 01101101 01110011 01110100
01110010 01101111 01101110 01100111 00101100
00100000 01000001 01110000 01101111 01101100
01101100 01101111 00100000 00110001 00110001
```



TREATSIE OF THE MONTH:
by: Larry Nocella

If you use Atariwriter (cartridge RX8036), and you hate Indexing files that scroll by you, try hitting the space bar to stop the listing, and the space bar to start it again. It's really handy! (This was discovered by my friend Chuck McCormick) This is in the documentation that came with the cartridge, but like myself, most people found Atariwriter so easy to use, they didn't read it fully, so they missed out. I hope we've all learned a good lesson.

ULTIMA IV:QUEST OF THE AVATAR
BY: LORD BRITISH

REVIEW BY:LARRY NOCELLA

When I had read that Origin Systems wasn't going to make Ultima 4 for Atari computers, I was upset. I have been a long time fan of the Ultima series and have solved up to and including Ultima 3. Then a few months later, I read that Ultima 4 WAS coming out for the Atari! I was excited, I had seen it on my friends' other systems, I finally had it purchased for mine!

Opening the package, there are 2 books, one reference card, a sturdy cloth map, and a metal Ankh. An ankh is a cross with a circle at the top. Packaging like this reminds me of the little gizmos Infocom always puts in their games. The Ankh is a symbol of life, and this is where you learn Ultima 4 is a step above the previous ones. The legend is told very entertainingly in the manuals, but I'll briefly describe it for you. The major evils have been destroyed: Mondain, Minax, and Exodus. Small bands of evils still lurk the land, and are located in dungeons, but for the most part, evil is crushed. So what do adventurers do in their spare time? Instead of looking to conquer the outer world, they try to conquer the more dangerous and mysterious inner world; themselves. (This conquering is not a place, it's a direction, one the Avatar must always follow.) An adventurer must "enlighten" himself or herself in eight virtues : valor, compassion, honor, humility, honesty, justice, sacrifice, and spirituality to become an Avatar, which is the object of the game. Now, for my opinions.

I love it. Plain and simple. When your character starts, he's all alone, but he can enter cities and talk to people. (Literally!) He can ask them to join his party, which can have a maximum number of eight. (Which is also the number of virtues needed to be an Avatar.

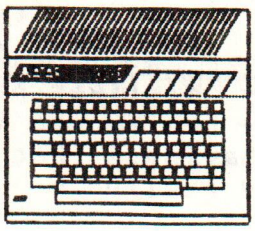
Coincedence...?) Talking to people in towns is really fun! Instead of one-line hints like in the other Ultimas, they say sentences, and you say (type) back a key word, and if they know of that word, they'll talk about it. It's really fun talking to all those villagers. Some conversations are really funny, especially the pregnant woman! Ultima 4 is SIXTEEN times bigger than Ultima 3, and it's no lie, I spent my first few playing sessions just running around Britannia marveling at the size, and the aninmation of the creatures. Which, like everything else in this game, is excellent! There is a huge variety of creatures and people. The combat parts of the game are superb. The terrain is like the type you were standing on when you were attacked. For example, if you were on a mountain, and a band of wimpy orcs attacked, the battle sequence would be held on a battlefield with rocks in the way and paths you can hide in, you have to see it to believe it. You can strategicly position your party behind rocks, and corner enemies in tunnels. I'm running out of positive superlatives to describe this game, so I'll give you TWO (only two) things I was a tad (little bit) dissapointed about.

There's no medieval music! The other computers (Apple, Commodore) had it, but none for Atari! Boo-Hoo! I think this was because the Atari has less memory than the other machines, so its better sounds aren't used. Oh, well, it doesn't matter. The reason for no music cannot be to lazy programming. If you see what Lord British, Dave Lubar (Atari conversion) and crew have done, you will see that there is absolutely NO WAY anyone could justify calling these guys lazy. Here's what I really don't like, when I go into the village "PAWS", and I try to buy a horse, the drive spins, and the game hangs! Arrrggghhh! I am going to write to Origin Systems about this, and knowing them, they'll probably have this bug fixed in a jiffy. The reason I put my dislikes here, in the middle of my review was that you don't come off having a bad view of Ultima 4, you'd really be missing out.

On with the complements! The game takes a lot of disk swapping, but this problem is remedied with a function for two drive systems. Great! The spells can only be cast if you have the right ingredients (reagents), this is keeping with old folk tales, it's fancy. The map, which is made of cloth instead of rippable paper, has this cryptographic writing on it that you can decode from the key on the reference card. It really helps you out. There are eight (there's that number again!) classes you can be, no races anymore. The way to generate a character is so unique that I wanted to just create characters all day, had the game itself not been so good. I'm not going to tell you how to make one, enjoy it for yourself WHEN you get Ultima 4, because if you like adventures, and even if you just like games, you really should.

Now that I've exhausted myself by raving, drooling, etc. I think it's about time I ended this review. Why? besides wanting to stop writing ang get playing again, it's impossible to write a review that does Ultima 4's features justice, that would be called a thesis. Behind all the gaming, joking, fighting, questing, and everything else, there's a bit of a serious side to this game. That is that one should always try to improve themself, every day they exist, to become a better person, improving their virtues every day. The Quest of The Avatar does not have to be only on the computer screen. Think about it, it really is wonderful what the Origin Systems gang has done to make this game a step above any game I've ever seen. Ultima 3 used to be number one on my favorite game list, can you guess which game has dethroned it?

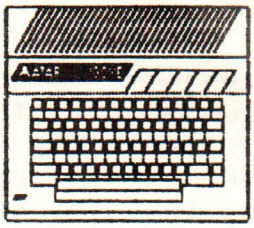
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A REVIEW OF AMODEM 7.2

by Rich Yeager

Out of all the terminal software that has been published for the ATARI 8-bit computer, it is amazing that one of the best should appear in the form of FREEWARE. AMODEM 7.2, written by Trent Dudley, has all of the features one could ask for in a terminal program. Sure there are many other good programs around. If you have an ATARI 1030 modem, you are probably quite attached to 1030 EXPRESS! Of course, if you have a modem other than a 1030 or a XM301, 1030 EXPRESS! wouldn't help you much since it handles only those! AMODEM 7.2 makes use of individual handlers which, when renamed to AUTORUN.SYS, allow you to use the 1030, HAYES, HAYES compatibles, and several other modems. You get a lot of telecommunication power from this BASIC program. That's right, it's written in ATARI BASIC. Who said BASIC is too slow for any 'real' applications? AMODEM 7.2 will even drive 2400 baud modems, if you have the bucks for such a luxury! Let me describe some of features of AMODEM 7.2, and give some personal observations from an active user's standpoint.

In order to run AMODEM 7.2, you must have DOS on your disk, and have a handler for your particular modem on disk, renamed to AUTORUN.SYS. It would be nice to append a program that would autorun the software also, but you can run it from BASIC just as easily. The program will autoboot your modem handler, ask for information about long distance dialing code, ask to set your clock, and finally wait for instructions.

The program has basically four different screens, or places you can be in the software. If you press the 'SELECT' button at any time you are taken immediately into the FUNCTION MENU. The menu gives you the full complement of system settings, DOS functions, and terminal functions like XMODEM protocol transfers, capture, etc. All the basics are there.

Choosing the 'A' command for autodialing with your modem takes you into the dialing menu. In order to use it, you must have created a phone number file first, using a program like AUTODIAL or similar. The dialing menu will list your numbers and comments and give two lines of executable commands at the bottom of the screen. All of your terminal settings, phone type (pulse/tone), etc. are controllable in the dialing mode. If you are using an ATARI 1030, the number scanning and redialing features are very nice, saves you time and effort.

To get into the on-line terminal mode, either hit RETURN if you are in the function menu, or hit 'X' if you are in the dialing menu to exit back to the function menu.

A second function menu is available to by hitting 'SHIFT-CONTROL-H' when you are in the terminal mode. This menu allows you to change or control several items that are peculiar to the ATARI computer. You can change your screen color and luminance to values more pleasing to you if you don't like the default setup. Ten macros are available to you to hold and send special information such as your password, name, phone number, messages, etc. It also shows you by pictures how you can control your terminal with a joystick when in the terminal mode talking to a BBS or other computer. A RETURN exits you from this mode.

I've found the program to work quite well and have been using it for some time. I've used my 300 baud ATARI 1030 and my HAYES 1200 with no ill effects. I like the graphical screens when doing XMODEM transfers. All the data and block reports keep you in touch with exactly what's going on. The disk operations are clean, and it even allows you to erase a partial file from your disk if a problem occured in download. The macros work fine, and are delayed so that the host computer won't get the characters too fast.

When autodialing, there is a command (SHIFT-CONTROL-P) to send your password over, while keeping it scrambled on your screen so no one else in the room can see it. Very nice.

AMODEM 7.2 is not without it's faults though. I was most disappointed with it's HAYES handling capability. I had to change a line in the program that addressed my HAYES 1200 since it had some commands that didn't handle my newer modem correctly. The scanning and redialing features don't seem to work with a HAYES on the autodialing menu. You only get one dial before you have to return to the function menu and choose autodial again. If you wrote DOS 2.5 onto your program disk, you'll find that it formats disks with ATARI enhanced desinity on 1050 disk drives. Since that density is a one of a kind thing, I don't care for it much.

Despite the few drawbacks, I still think AMODEM 7.2 is an excellent piece of work. It allows me to use all my modems, and gives me the remaining power inherent in the ATARI 8-bit computer. Try it out sometime, it'll be well worth your while.



THE PROGRAMMING ZONE
BY:LARRY NOCELLA

> ENVELOPE'S REVENGE <

Welcome, all you ZONE fans out there. This month, I've added to the ENVELOPE program that appeared a few months before. If you know what ENVELOPE does, skip to PROGRAM OPERATION.

WHAT IS ENVELOPE?

Envelope is another name for disk jacket. That piece of paper or cardboard that you put your disk in when it's not in the drive. To use this program, you need a disk drive, printer, scissors, and tape or glue. When run, the program will print out the disk's contents on a paper that when folded along the dotted lines will make a disk jacket or envelope. It's easy. When you have the finished print out, fold the larger side without the directory behind the side with the directory, then fold the left and right flaps over and secure them with tape. It's easy after a few practice tries.

PROGRAM OPERATION

Type in the BASIC listing below, or download it from the JACS BBS. The program is tailored to work with Epson compatibles, and was tested with an SG-10, my printer. If the print codes for Pica print (10 cpi) and condensed print (17 cpi) are different change lines 60 and 65 appropriately. Now, RUN the program. The program is pretty easy to use now. To select a function, just hit the corresponding key, there's no need to hit RETURN after. The "Q" function is easy to understand, it just exits the program. There are three parameters you can have for your envelope: number of sides, titles, and print style. Function "A" controls the print style. The default is 10 cpi and 64 fns. What this means is that the envelope will be printed in 10cpi, and the maximum amount of filenames you can have is 64. To find out how many filenames are on a disk, use function "C". Pushing A toggles between the 10cpi 64fns and 17cpi 110fns. The latter can hold much more, but is harder to read, and cannot be used on true letter quality printers, although the 10cpi function can. (Sorry you LQ owners, I couldn't help myself.) Pushing "B" toggles the number of sides option, DOUBLE is if your disk has data on both sides, SINGLE if only on one side. Single is the default, and there are no other options. (I have yet to see a three sided disk!) Pushing "D" will enable you to label an envelope with a title, so you can keep track of which disk it goes with, but, be careful! When you use titles, you lose some from the

maximum amount of filenames as shown in function "A". Here's a chart of the losses:

```
print style: 10cpi:17cpi:10cpi:17cpi
-------------------------------------
 # of sides:  one : one : two : two
-------------------------------------
file losses:   3 :  5 :  6 :  10
```

So beware, ENVELOPE will NOT warn you if it has TOO many filenames, and your envelope might be too big! Use function "E" to print your envelope. If you're using titles, you'll have to enter them when prompted by the computer, so stick near your computer until all titles have been entered. You should have no trouble, but if you do, you can call me or leave me a message on the BBS. Happy Enveloping! (?)

This episode of The Programming Zone is dedicated to our Newsletter Editor, Bob Pierce. He'll soon be leaving his post, and I'll surely miss him.



```
0 REM
1 REM
2 REM  DISK ENVELOPE MAKER
3 REM        ver. 2.6
4 REM   BY: LARRY NOCELLA
5 REM        (C) 1986
6 REM
7 REM
8 REM REPRINT WITH PERMISSION
9 REM
10 GOTO 2000
15 REM *** ENVELOPE PRINTING ***
20 ? "E";? "↓INSTRUCTION CHECK LIST:":
? "↓1. POSITION PRINTER TO TOP OF PAGE
"
22 ? "↓2. INSERT DISK SIDE A IN DRIV
E 1"
25 ? :? "3. PUSH START TO PRINT..."
:? "     OR OPTION TO ABORT...";
30 IF PEEK(53279)=6 THEN 40
32 IF PEEK(53279)=3 THEN GOTO MAIN
35 GOTO 30
39 REM *** MAIN LOOP! ***
40 TRAP MAIN:CLOSE #C1:OPEN #C1,8,C0,"
E:":? #C1
50 CLOSE #2:OPEN #2,6,C0,"D1:*.*"
59 REM * CONDENSED (17 or 16.5 CPI)
60 IF PRN THEN ? #C1;CHR$(15)
64 REM * NORMAL PICA (10 CPI)
65 IF  NOT PRN THEN ? #C1;CHR$(18)
70 FOR X=C1 TO DOT:? #C1;".";:NEXT X:?
 #C1:LNCT=C0:GOSUB 500:? #C1;"A";
80 IF  NOT TLT THEN GOTO 110
90 ? :? "ENTER TITLE (40 CHARS. MAX.)
":INPUT FN$:? #C1;" :";FN$;
100 FOR X=C1 TO INSD-(LEN(FN$)+C1)+MOD
3:? #C1;" ";:NEXT X:GOSUB 500:? #C1:LN
CT=LNCT+C1:GOSUB 500:? #C1;" ";
110 REM ** NITTY GRITTY OF THE PRG. **

120 FOR X=C1 TO NN:INPUT #2,FN$:IF FN$
(4,8)=" FREE" OR FN$(5,9)=" FREE" THEN
 200
125 ? #C1;FN$;" ";:IF PEEK(53279)=3 TH
EN ? #C1:CLOSE #C1:CLOSE #2:GOTO MAIN
127 IF PRN THEN ? #C1;" ";
130 NEXT X:LNCT=LNCT+C1:? #C1;" ";:GOS
UB 500:? #C1:GOSUB 500:? #C1;" ";
135 IF LNCT>22 THEN 320
140 GOTO 120
200 REM * MODIFY "SECTORS FREE" *
210 ST$=FN$(C1,4):FN$="  000 BLOCKS FR
EE":FN$(3,6)=ST$
220 ? #C1;FN$;"  ";:IF PRN THEN ? #C1;
" ";
225 IF X=NN THEN GOSUB 500:GOTO 250
230 FOR Z=C1 TO NN-X:? #C1;"
        ";:REM > 18 SPACES <
235 IF PRN THEN ? #C1;" ";
240 NEXT Z:GOSUB 500
250 ? #C1:IF  NOT SDS THEN 310
259 REM * DO SIDE "B" *
260 ? :? :? "INSERT SIDE B IN DRIVE
 #1 AND...":? "...PUSH START...";
270 IF PEEK(53279)<>6 THEN 270
280 CLOSE #2:OPEN #2,6,0,"D1:*.*"
290 GOSUB 500:? #C1;"B";:SDS=C0:GOTO 8
0
309 REM * FINISH ENVELOPE *
310 POP :FOR Z=C1 TO 22-LNCT:GOSUB 500
:FOR X=C1 TO INSD+MOD:? #C1;" ";:NEXT
X:GOSUB 500:? #C1:NEXT Z
320 FOR X=C1 TO DOT:? #C1;".";:NEXT X:
? #C1
330 FOR XYZ=C1 TO 28:FOR X=C1 TO FND+C
1:? #C1;" ";:NEXT X:? #C1;".";
340 FOR Z=C1 TO INSD+MOD:? #C1;" ";:NE
XT Z:? #C1;".":NEXT XYZ
350 FOR X=C1 TO FND+C1:? #C1;" ";:NEXT
 X
360 FOR X=C1 TO INSD+M4:? #C1;".";:NEX
T X:? #C1
```

```
400 CLOSE #C1:CLOSE #2:GOTO MAIN
499 REM * LEFT AND RIGHT BORDERS *
500 ? #C1;":";:FOR LJN=C1 TO FND:? #C1
;" ";:NEXT LJN:? #C1;":";
510 RETURN
999 RUN
1999 REM *** MAIN MENU AND STUFF ***
2000 C0=0:C1=1:GRAPHICS C0:POKE 82,C0:
POKE 710,144:POKE 709,10:POKE 201,9:MA
IN=2005:CLOSE #C1:CLOSE #2
2002 DIM A$(14),B$(6),D$(3),FN$(40),ST
$(4):POKE 201,6:PRN=C0:SDS=C0:TLT=C0
2005 ? "ß":TRAP 44444:? ,"
":BREAK=PEEK(16)-128:IF BREAK
<C0 THEN 2010
2007 POKE 16,BREAK:POKE 53774,BREAK
2010 ? ,"  DISK ENVELOPE MAKER  "
2015 ? ,"  FOR:SG-10 & DOS 2's  "
2020 ? ,"    by: Larry Mocella  "
2025 ? ,"       (C)1986        ":?
2060 IF  NOT PRN THEN A$="  10cpi  64fn
s  ":DOT=72:FND=6:INSD=54:NN=3:MOD=2:MO
D2=C0:MOD3=C0:M4=4
2070 IF PRN THEN A$="  17cpi 110fns  ":D
OT=121:FND=10:INSD=96:NN=5:MOD=C1:MOD2
=-8:MOD3=-6:M4=3
2080 ? ,"  A  ...PRINT STYLE:";A$
2090 IF SDS THEN B$="DOUBLE"
2100 IF  NOT SDS THEN B$="SINGLE"
2110 ? :? ,"  B  ...NUMBER OF SIDES:";B$
2120 ? :? ,"  C  ...CATALOG DRIVE #1"
2130 IF TLT THEN D$="YES"
2140 IF  NOT TLT THEN D$="NO"
2150 ? :? ,"  D  ...TITLE FOR ENVELOPE:"
;D$
2160 ? :? ,"  E  ...PRINT ENVELOPE"
2170 ? :? ,"  Q  ...QUIT PROGRAM"
2200 ? :? ,"ENTER YOUR CHOICE -->";:PO
KE 752,C0:CLOSE #C1:OPEN #C1,4,C0,"K:"
:GET #C1,X:? CHR$(X);:CLOSE #C1
2210 IF X<65 OR X>69 AND X<>ASC("Q") T
HEN ? "ßß";:GOTO MAIN
2220 IF X=81 THEN POKE 82,2:END
2230 ON X-64 GOSUB 2240,2250,2270,2250
,20
2240 PRN=C1-PRN:GOTO MAIN
2250 SDS=C1-SDS:GOTO MAIN
2260 TLT=C1-TLT:GOTO MAIN
2270 ? "ß":?
2280 CLOSE #C1:CT=C0:TRAP 2310
2295 OPEN #C1,6,C0,"D1:*.*"
2300 INPUT #C1,FN$:? FN$:CT=CT+C1:GOTO
 2300
2310 CLOSE #C1:? "NUMBER OF FILES:";CT

2320 ? :? "PUSH  START  TO CONTINUE...
";
2330 IF PEEK(53279)<>6 THEN 2330
2340 GOTO MAIN
```

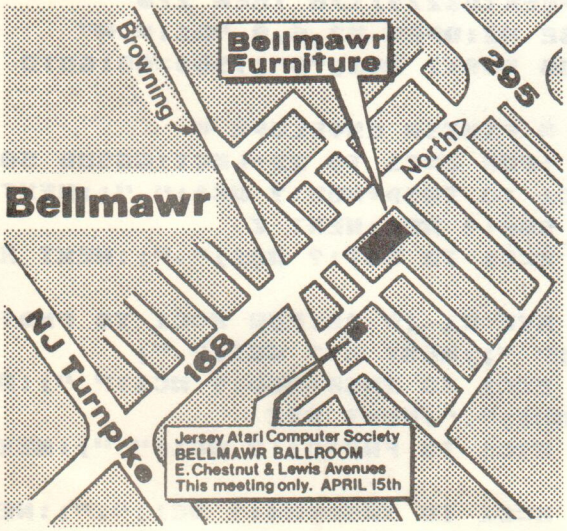
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FIRST CLASS MAIL

07/86

Bellmawr Ballroom, this meeting ONLY.
Doors open at 7:30pm, meeting begins at 8pm.